

# ANFERNEE LAI

GAME DESIGNER AND MECHANICS PROGRAMMER

📍 San Francisco, California  
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## EXPERIENCE

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**2019 - 2020 UCSC DINING SERVICES**

*Server, Front of the House*

- Managed cash register to swipe in customers and handle transactions
- Prepared food with chefs for student, family and faculty customers
- Trained and prepared new student workers in their positions

**2018 - 2019 AIM HIGH**

*Science Lead Teacher*

- Synthesized a completely new curriculum to replace old one
- Teamed up with my interns to develop core teaching practices
- Engaged students in environmental justice and nutritional science

**2016 - 2017 AIM HIGH**

*Google CS First Instructor*

- Guided students in developing games and programs in Scratch
- Created own lessons to teach foundations of Java and HTML
- Planned and scheduled a student design showcase expo

## VOLUNTEER

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**2020 - 2021 BAYANIHAN AT UNIVERSITY OF CALIFORNIA, SANTA CRUZ**

*Pilipino Cultural Celebration Co-Chair*

- Plan and organize annual production to celebrate 30th year milestone
- Outreach and interview organization alumni to create video project
- Additional position held: Tech Crew Coordinator (2019 - 2020)

## PROJECTS

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July 2021	PROJECT MIKO	June 2019	PATCHWORK HARMONY
June 2020	PCC XXIX: HENERASYON	Dec 2018	YOKAI!
Dec 2019	POKEMON RANGER: THE CARD GAME	Dec 2017	SECOND CHANCE

## EDUCATION

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**2017 - 2021 BS COMPUTER SCIENCE GAME DESIGN**

**University of California, Santa Cruz**

GPA: 3.67

Dean's Honors

## SKILLS AND PROFICIENCIES

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Javascript	Unity
C	Phaser
C#	Photoshop
Python	Illustrator
HTML/CSS	Reaper

## SOCIAL MEDIA

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 [linkedin.com/in/anfernee-lai](https://www.linkedin.com/in/anfernee-lai)  
 [facebook.com/anfernee.lai.3](https://www.facebook.com/anfernee.lai.3)  
 [github.com/AnferneeLai](https://github.com/AnferneeLai)